

CLAIMS:

1. A system for an amusement park attraction, the system comprising:
 - a display assembly configured to be viewable by a guest of the amusement park attraction;
 - a ride vehicle configured to carry the guest while the guest is in the amusement park attraction;
 - one or more sensors configured to generate signals indicative of movement of a body of the guest while the guest is within the amusement park attraction; and
 - a controller configured to:
 - instruct display of an animation on the display assembly in response to the ride vehicle being in a defined area in proximity of the display assembly;
 - receive the signals from the one or more sensors; and
 - adjust the animation based on the signals from the one or more sensors to cause the animation to be responsive to the movement of the body of the guest.
2. The system of claim 1, comprising one or more additional sensors configured to generate additional signals indicative of a presence of the guest in the ride vehicle, wherein the controller is configured to instruct the display of the animation on the display assembly in response to receipt of the additional signals indicative of the presence of the guest in the ride vehicle.
3. The system of claim 1, wherein the controller is configured to instruct display of a blank screen or a feature other than the animation while the ride vehicle is outside of the defined area.
4. The system of claim 1, comprising one or more additional sensors configured to generate additional signals indicative of a position of the guest in the ride vehicle, wherein the controller is configured to instruct the display of the animation on the display assembly in a manner that corresponds to the position of the guest in the ride vehicle.
5. The system of claim 1, wherein the signals are indicative of respective movement of a face of the guest, and the controller is configured to adjust the animation based on the signals to cause the animation to be responsive to the respective movement of the face of the guest.
6. The system of claim 1, wherein the animation comprises an animation body, and the controller is configured to adjust the animation by moving the animation body in a manner that mimics the movement of the body of the guest.

7. The system of claim 6, wherein the signals are indicative of the movement of arms of the body of the guest, and the controller is configured to adjust the animation by moving respective arms of the animation body in a manner that mimics the movement of the arms of the body of the guest.
8. The system of claim 1, wherein the display assembly is configured to be viewable by an additional guest of the amusement park attraction, the one or more sensors are configured to generate the signals indicative of respective movement of a respective body of the additional guest while the additional guest is within the amusement park attraction, and the controller is configured to:
instruct display of an additional animation on the display assembly; and
adjust the additional animation based on the signals from the one or more sensors to cause the additional animation to be responsive to the respective movement of the respective body of the additional guest.
9. The system of claim 1, wherein the controller is configured to receive an image of the guest and to instruct the display of the animation in combination with at least a first portion of the image on the display assembly.
10. A system for an amusement park attraction, the system comprising:
one or more sensors configured to generate signals indicative of:
movement of a guest while the guest is within a ride vehicle of the amusement park attraction; and
a position of the guest relative to the ride vehicle; and
a controller configured to:
receive the signals indicative of the movement of the guest and the position of the guest relative to the ride vehicle;
generate an animation that mimics the movement of the guest based on the signals and that represents the position of the guest relative to the ride vehicle; and
instruct display of the animation on a display assembly while the guest is within the ride vehicle of the amusement park attraction.
11. The system of claim 10, wherein the ride vehicle is configured to carry the guest along a ride path and in viewing proximity of the display assembly in the amusement park attraction.
12. The system of claim 10, wherein the signals are indicative of facial expressions of the guest, and the controller is configured to generate the animation that mimics the facial expressions of the guest based on the signals.

13. The system of claim 10, wherein the controller is configured to instruct the display of the animation on the display assembly while the ride vehicle is at a defined position in proximity of the display assembly and to instruct display of a blank screen or a feature other than the animation while the ride vehicle is not at the defined position.

14. A method of operating a system for an amusement park attraction, the method comprising: detecting, using one or more sensors, movement of a guest while the guest is in the amusement park attraction;

receiving, at a controller, signals from the one or more sensors, wherein the signals are indicative of the movement of the guest;

generating, using the controller, an animation based on the signals such that the animation is responsive to the movement of the guest; and

instructing, using the controller, a display assembly to display the animation in response to the guest being in a defined area in proximity of the display assembly.

15. The method of claim 14, comprising carrying the guest in a ride vehicle through the amusement park attraction.

16. The method of claim 15, comprising:

receiving, at the controller, an indication of a position of the ride vehicle within the amusement park attraction; and

determining, using the controller, that the guest is in the defined area based on the position of the ride vehicle within the amusement park attraction.

17. The method of claim 14, wherein detecting the movement of the guest comprises detecting the movement of arms of the guest such that the signals are indicative of the movement of the arms of the guest, and the method comprises generating the animation based on the signals such that the animation mimics the movement of the arms of the guest.

18. The method of claim 14, comprising instructing, using the controller, the display assembly to display a blank screen or a feature other than the animation while the guest is outside of the defined area in proximity of the display assembly subsequent to the guest being in the defined area in proximity of the display assembly.

19. The method of claim 14, comprising instructing, using the controller, the display assembly to display the animation such that the animation appears to be seated in a seat of a ride vehicle.

20. The method of claim 14, comprising:

detecting, using the one or more sensors, a presence of the guest within a ride vehicle while the guest is in the amusement park attraction;

receiving, at the controller, additional signals from the one or more sensors, wherein the additional signals are indicative of the presence of the guest within the ride vehicle; and

generating, using the controller, the animation based on the signals and the additional signals, such that the animation is responsive to the movement of the guest and appears to be seated in a seat of the ride vehicle as shown on the display assembly.